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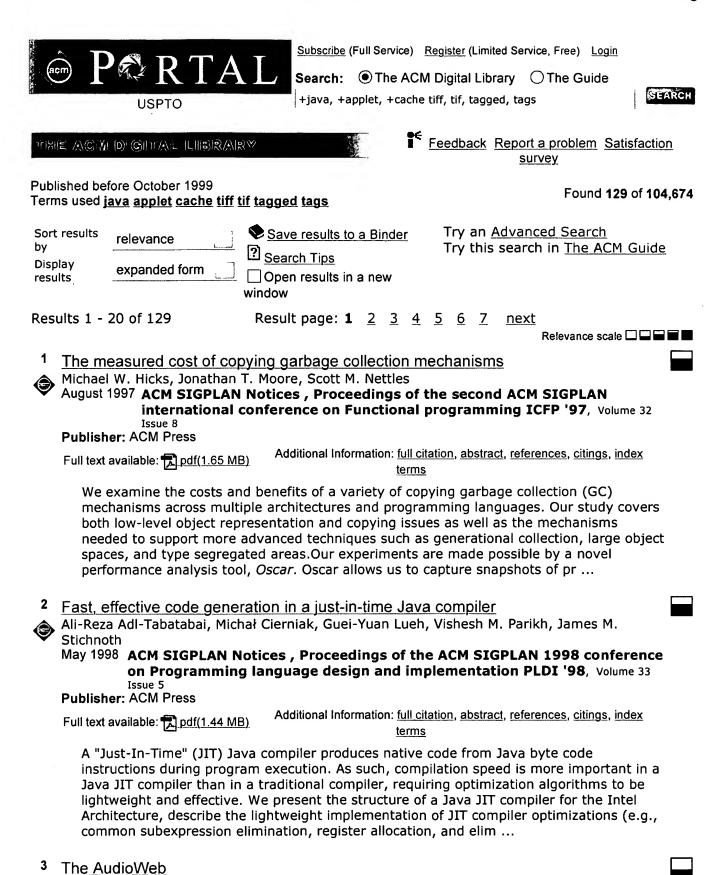
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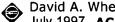
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January 1997 Proceedings of the sixth international conference on Information and

Full text available: pdf(1.16 MB) Additional Information: full citation, references, index terms Towards a design methodology for adaptive applications Malcolm McIlhagga, Ann Light, Ian Wakeman October 1998 Proceedings of the 4th annual ACM/IEEE international conference on Mobile computing and networking Publisher: ACM Press Full text available: pdf(1.29 MB) Additional Information: full citation, references, citings, index terms The "growing up" of HyperBraille—an office workspace for blind people Thomas Kieninger November 1996 Proceedings of the 9th annual ACM symposium on User interface software and technology Publisher: ACM Press Full text available: 📆 pdf(840.13 KB) Additional Information: full citation, references, index terms Keywords: HTML editor, World Wide Web, blindness, document analysis, hypertext, pattern matcher 6 Using code mobility to create ubiquitous and active augmented reality in mobile computing Kari Kangas, Juha Röning August 1999 Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking Publisher: ACM Press Full text available: pdf(1.35 MB) Additional Information: full citation, references, citings, index terms **Keywords**: augmented reality, mobile code, mobile computing, ubiquitous computing Ada-Java communication in ADEPT **Anthony Gargaro** November 1997 Proceedings of the conference on TRI-Ada '97 Publisher: ACM Press Full text available: pdf(2.12 MB) Additional Information: full citation, references, index terms Representing Java classes in a typed intermediate language Christopher League, Zhong Shao, Valery Trifonov September 1999 ACM SIGPLAN Notices, Proceedings of the fourth ACM SIGPLAN international conference on Functional programming ICFP '99, Volume 34 Issue 9 Publisher: ACM Press Additional Information: full citation, abstract, references, citings, index Full text available: pdf(1.81 MB) terms We propose a conservative extension of the polymorphic lambda calculus (F®omega;) as an

intermediate language for compiling languages with name-based class and interface hierarchies. Our extension enriches standard F^{ω} with recursive types, existential types, and row polymorphism, but only ordered records with no subtyping. Basing our language on F^{ω} makes it also a suitable target for translation from other higherorder ...

9 Ada, C, C++, and Java vs. the Steelman



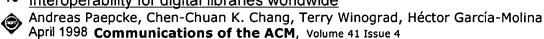
David A. Wheeler
July 1997 ACM SIGAda Ada Letters, Volume XVII Issue 4

Publisher: ACM Press

Additional Information: full citation, abstract, citings, index terms Full text available: pdf(1.57 MB)

This paper compares four computer programming languages (Ada95, C, C++, and Java) with the requirements of "Steelman", the original 1978 requirements document for the Ada computer programming language. This paper provides a view of the capabilities of each of these languages, and should help those trying to understand their technical similarities, differences, and capabilities.

10 Interoperability for digital libraries worldwide



Publisher: ACM Press

Full text available: pdf(299.48 KB) Additional Information: full citation, references, citings, index terms

11 Tools and approaches for developing data-intensive Web applications: a survey



Piero Fraternali
September 1999 ACM Computing Surveys (CSUR), Volume 31 Issue 3

Publisher: ACM Press

Full text available: pdf(524.80 KB)

Additional Information: full citation, abstract, references, citings, index

The exponential growth and capillar diffusion of the Web are nurturing a novel generation of applications, characterized by a direct business-to-customer relationship. The development of such applications is a hybrid between traditional IS development and Hypermedia authoring, and challenges the existing tools and approaches for software production. This paper investigates the current situation of Web development tools, both in the commercial and research fields, by identifying and characte ...

Keywords: HTML, Intranet, WWW, application, development

12 VIRTUS: a collaborative multi-user platform



February 1999 Proceedings of the fourth symposium on Virtual reality modeling language

Publisher: ACM Press

Full text available: pdf(4.09 MB) Additional Information: full citation, references, citings, index terms

Keywords: VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds

13 A study of large object spaces

Michael Hicks, Luke Hornof, Jonathan T. Moore, Scott M. Nettles

October 1998 ACM SIGPLAN Notices, Proceedings of the 1st international symposium on Memory management ISMM '98, Volume 34 Issue 3

Publisher: ACM Press

Full text available: pdf(1.05 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

This paper examines the design space for copying garbage collectors (GCs) in which "large objects" are managed in a separate, non-copy-collected space. We focus on two main issues:1. how to set the policy for classifying objects as "large"2. how to manage the large object spaceWe explore these issues experimentally using the Oscar GC testbed. In particular, we vary the threshold size of large objects and also whether the objects may contain pointers. Furthermore, we compare the performance of tr ...

14 Composable ad hoc location-based services for heterogeneous mobile clients

Todd D. Hodes, Randy H. Katz

October 1999 Wireless Networks. Volume 5 Issue 5

Publisher: Kluwer Academic Publishers

Full text available: pdf(403.18 KB) Additional Information: full citation, references, citings, index terms

15 Lightweight object-oriented shared variables for distributed applications on the

Internet

Jacob Harris, Vivek Sarkar

October 1998 ACM SIGPLAN Notices, Proceedings of the 13th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '98, Volume 33 Issue 10

Publisher: ACM Press

Full text available: pdf(1.78 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper describes a lightweight yet powerful approach for writing distributed applications using shared variables. Our approach, called SHAREHOLDER, is inspired by the flexible and intuitive model of information access common to the World Wide Web. The distributed applications targeted by our approach all share a weak consistency model and loose transaction semantics, similar to a user's model of accessing email, bulletin boards, chat rooms, etc. on the Internet. The SHA ...

Keywords: distributed and parallel systems, language design and implementation, persistence, world wide web

16 Logic programming with the World-Wide Web

Seng Wai Loke, Andrew Davison

March 1996 Proceedings of the the seventh ACM conference on Hypertext

Publisher: ACM Press

Full text available: pdf(1.97 MB) Additional Information: full citation, references, citings, index terms

Keywords: World-Wide Web, common client interface, mobile code, mosaic, prolog, structured logic programming

17 ③	Next century challenges: data-centric networking for invisible computing: the Portolano project at the University of Washington					
·	Mike Esler, Jeffrey Hightower, Tom Anderson, Gaetano Borriello August 1999 Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking					
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19	N/hat future for the distributed evetome appear?					
•	What future for the distributed systems annex? Laurent Pautet, Samuel Tardieu September 1999 ACM SIGAda Ada Letters, Proceedings of the 1999 annual ACM					
	SIGAda international conference on Ada SIGAda '99, Volume XIX Issue 3 Publisher: ACM Press					
	Full text available: pdf(563.19 KB) Additional Information: full citation, abstract, references, index terms					
	In this paper, we report our experience as implementors and users of the Ada 95 Distributed Systems Annex (annex E of the Ada reference manual). We identify the principal strengths and weaknesses of the annex, and make some proposals to improve it either immediately or for the next revision of the language (Ada0X). Our goal is to get an annex that is more open and compatible with other distributed systems such as CORBA, without loosing the capability of developing pure Ada rock solid distributed					
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